

Brian Landes

Full-Stack Product Engineer

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Product engineer who ships end-to-end: Flutter frontends, Postgres/Supabase backends, Cloudflare infrastructure, and releases to the App Store, Google Play, Steam, and the Unity Asset Store. Eight years of professional experience across mobile, desktop, VR, and 3-D simulation — comfortable owning a product from data model to store listing.

EXPERIENCE

Software Engineer · InContext Solutions Jan 2022 – Present

- Develop **ShopperMX**, InContext's flagship 3-D retail-simulation platform (Unity, C#): virtual stores used by major consumer brands to test shelf layouts and product placement before physical resets.
- Build an **AI-assisted mobile app** that identifies retail products from photos and assembles planograms automatically — computer vision turning a manual merchandising workflow into a point-and-shoot one.
- Improved bounding-box accuracy of the server-side product-detection model holding inference latency flat.

Founder / Engineer · Professional Bad Guys LLC & GobbleGo LLC 2021 – Present

- **ShineBoard** — offline-first B2B SaaS for short-term-rental cleaning crews. Flutter app with PowerSync sync over Postgres, Supabase backend with row-level-security multi-tenancy, photo-proof checklists, automatic Airbnb calendar ingestion. In TestFlight; a working cleaning business runs on it daily as design partner.
- **Narramancer** — published Unity Asset Store plugin: node-based scripting runtime with mid-execution full-state save/load. Source public on GitHub.
- **GobbleGo** — consumer food-discovery app (Flutter, Supabase, Google Places API). Shipped to TestFlight and Play Console beta with Twilio toll-free verification, transactional email (Resend), and per-SKU API cost controls.
- **Voice-control pipeline** — Alexa skill → AWS Lambda relay (TLS workaround) → Cloudflare Worker with KV command queue → Flutter desktop client. Stateless and near-free to operate.
- Supporting infrastructure across products: Cloudflare Pages/Workers/R2, CI/CD, App Store & Play release management, LLC and Apple Developer org setup. Python game-state library: 19.5k lines, 887 passing tests.

Lead Engineer · DropBears LLC Oct 2020 – Oct 2021

- Led a fully remote engineering team shipping *The End of the Line: New Age*, a mobile gacha game with turn-based combat; built level/asset tooling (Unity, Odin Inspector) and post-launch content delivery via Addressables.

Lead Software Engineer · The GApp Lab — University of Utah May 2018 – May 2020

- Led development of therapeutic games and apps for the School for Medical Innovation, including a **VR training simulator** for social-work students (desktop + VR) and a Duolingo-style mobile app for Motivational Interviewing (animation, content-creation, and save systems).

EDUCATION

BS, Computer Science (EAE emphasis) · University of Utah 2016 – 2020

SKILLS

Languages: Dart, C#, Python, TypeScript/JavaScript, SQL, Java, C/C++

Frameworks & platforms: Flutter, Supabase, PostgreSQL (RLS, pgvector), PowerSync, Cloudflare (Workers, Pages, R2, KV), AWS Lambda, Firebase, Unity, Astro, NiceGUI

Practice: Offline-first sync architecture, multi-tenant SaaS, CI/CD, automated testing (887-test Python library; integration_test/patrol on Flutter), App Store & Play release management, AI-assisted development workflows (Claude Code), computer vision, ML model serving